	Type	L #	Hits	Search Text	DBs	Time Stamp	Comments
1	BRS	L1	162241	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) and (model$2 or object$1)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:07	
2	BRS	L2	14843	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) same (model$2 or object$1)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:11	
3	BRS	L3	684	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4) near6 (curve$2 or line$2)) same (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:14	
4	BRS	L4	690	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4 or recalculat$4) near6 (curve$2 or line$2)) same (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:15	
5	BRS	L5	472	4 and (@ad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:46	
6	BRS	L6	373	(((((((((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2))) and (reduc$3 or adding or add$2 or increas$5 or less)) and (shap$4 near10 (model$2 or object$2))) and ((3d$1 or (three near2 dimension$2)) near5 (model$2 or object$2))) and (computer$2 or controller$2 or processor$2 or processing or cpu)) and (surface$2 near5 (model$2 or object$2))) and (@ad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25	
7	BRS	L7	470	5 not 6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25	
8	BRS	L8	66	7 and ((line$2 or curve$2) same (lie$2 or correspond$3 or arrang$4 or distribut$4) same (surface$2 near6 (model$1 or object$1)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:34	
9	BRS	L9	493	4 and (@ad<=19951114 or @rlad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47	
10	BRS	L10	491	9 not 6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47	

08/748,935

	Type	L #	Hits	Search Text	DBs	Time Stamp	Comments
11	BRS	L11	120	10 and (surface$2 near5 (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:49	
12	BRS	L12	58	11 not 8	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:50	

	Type	L #	Hits	Search Text
1	BRS	L1	162241	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) and (model$2 or object$1)
2	BRS	L2	14843	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) same (model$2 or object$1)
3	BRS	L3	684	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4) near6 (curve$2 or line$2)) same (model$2 or object$2))
4	BRS	L4	690	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4 or recalculat$4) near6 (curve$2 or line$2)) same (model$2 or object$2))
5	BRS	L5	472	4 and (@ad<=19951114)
6	BRS	L6	373	(((((((((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2))) and (reduc$3 or adding or add$2 or increas$5 or less)) and (shap$4 near10 (model$2 or object$2))) and ((3d$1 or (three near2 dimension$2)) near5 (model$2 or object$2))) and (computer$2 or controller$2 or processor$2 or processing or cpu)) and (surface$2 near5 (model$2 or object$2))) and (@ad<=19951114)
7	BRS	L7	470	5 not 6
8	BRS	L8	66	7 and ((line$2 or curve$2) same (lie$2 or correspond$3 or arrang$4 or distribut$4) same (surface$2 near6 (model$1 or object$1)))
9	BRS	L9	493	4 and (@ad<=19951114 or @rlad<=19951114)
10	BRS	L10	491	9 not 6
11	BRS	L11	120	10 and (surface$2 near5 (model$2 or object$2))
12	BRS	L12	58	11 not 8
13	BRS	L13	860	((modify$4 or edit$4) near5 (line$2 or curve$2)) same (model$2 or object$1)
14	BRS	L14	41	13 and ((line$2 or curve$2) near10 (surface$2 near10 (model$1 or object$2)))

	DBs	Time Stamp	Comments	Error Definition	Errors
1	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:07			0
2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 14:18			0
3	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:14			0
4	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:15			0
5	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:46			0
6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25			0
7	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25			0
8	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:34			0
9	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47			0
10	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47			0
11	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:49			0
12	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:50			0
13	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 14:20			0
14	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:23			0

	Type	L #	Hits	Search Text
15	BRS	L15	10869	((line$2 or curve$2) near10 (surface$2 near10 (model$1 or object$2)))
16	BRS	L16	7768	15 and (@ad<=19951114 or @rlad<=19951114)
17	BRS	L17	1509	16 and ((edit$4 or move$1 or delet$4 or remov$4 or add$2 or adding) near5 (line$2 or curve$2))
18	BRS	L18	685	16 and (((edit$4 or move$1 or delet$4 or remov$4 or add$2 or adding) near5 (line$2 or curve$2)) same (model$2 or object$2))
19	BRS	L19	655	18 not 6
20	BRS	L20	619	19 not 8
21	BRS	L21	600	20 not 12
22	BRS	L22	555	20 and @ad<=19951114

	DBs	Time Stamp	Comments	Error Definition	Errors
15	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:26			0
16	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:28			0
17	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:33			0
18	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:37			0
19	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:37			0
20	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:38			0
21	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:39			0
22	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 16:41			0

EAST - [08748935.wsp:1]

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BRS form | IS&R form | Image | Text | HTML

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	162241	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) and (model$2 or object$1)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:07
2	BRS	L2	14843	((modify$4 or edit$4 or move$1 or moving or add$1 or adding or added or remove$1 or removing) near5 (line$2 or curve$2)) same (model$2 or object$1)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:11
3	BRS	L3	684	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4) near6 (curve$2 or line$2)) same (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:14
4	BRS	L4	690	2 and (((arrang$4 or rearrang$5 or redistribut$4 or redraw$4 or recalculat$4) near6 (curve$2 or line$2)) same (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:15
5	BRS	L5	472	4 and (@ad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:46
6	BRS	L6	373	(((((((((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2))) and (reduc$3 or adding or add$2 or increas$5 or less)) and (shap$4 near10 (model$2 or object$2))) and ((3d$1 or (three near2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25
7	BRS	L7	470	5 not 6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25
8	BRS	L8	66	7 and ((line$2 or curve$2) same (lie$2 or correspond$3 or arrang$4 or distribut$4) same (surface$2 near6 (model$1 or object$1)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:34
9	BRS	L9	493	4 and (@ad<=19951114 or @rlad<=19951114)	USPAT; EPO; JPO; DERWENT;	2002/06/20 13:47

Hits | Details | HTML

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EAST - [08748935.wsp:1]

File View Edit Tools Window Help

BRS form | IS&R form | Image | Text | HTML

	Type	L #	Hits	Search Text	DBs	Time Stamp
5	BRS	L5	472	4 and (@ad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:46
6	BRS	L6	373	(((((((((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2))) and (reduc$3 or adding or add$2 or increas$5 or less)) and (shap$4 near10 (model$2 or object$2))) and ((3d$1 or (three near2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25
7	BRS	L7	470	5 not 6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:25
8	BRS	L8	66	7 and ((line$2 or curve$2) same (lie$2 or correspond$3 or arrang$4 or distribut$4) same (surface$2 near6 (model$1 or object$1)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:34
9	BRS	L9	493	4 and (@ad<=19951114 or @rlad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47
10	BRS	L10	491	9 not 6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:47
11	BRS	L11	120	10 and (surface$2 near5 (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:49
12	BRS	L12	58	11 not 8	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/20 13:50

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File View Edit Tools Window Help

BRS form | IS&R form | Image | Text | HTML

	Type	L #	Hits	Search Text	DBs	Time Stamp	Com
1	BRS	L1	31393	(((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:10	
2	BRS	L3	23328	1 and (reduc$3 or adding or add$2 or increas$5 or less)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:07	
3	BRS	L4	3755	3 and (shap$4 near10 (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:09	
4	BRS	L5	2800	(((fit$4 or project$3) same (line$2 or curve$2 or data$2)) same (model$2 or object$2)) same computer$2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:12	
5	BRS	L6	1187	4 and ((3d$1 or (three near2 dimension$2)) near5 (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:13	
6	BRS	L7	1119	6 and (computer$2 or controller$2 or processor$2 or processing or cpu)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:16	
7	BRS	L8	1021	7 and surface$2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:18	
8	BRS	L9	810	7 and (surface$2 near5 (model$2 or object$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:19	
9	BRS	L10	478	9 and (@ad<=19951114 or @rlad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:23	
10	BRS	L11	373	9 and (@ad<=19951114)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/06/19 17:24	

Hits | Details | HTML

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Search Results for: [(((fit* or project*) <near> (curve? or line?)) <paragraph> (model? or object?))<AND>((((fit* or project*) <near> (curve? or line?))<AND>((((reduce? or reducing or reduction or few? or less or small?) <near> data)<AND>((((reduce? or reducing or reduction or few* or less* or small*) <near> data)<AND>((((move? or moving or remove? or removing or add? or delet*) <paragraph> (line? or curve?))<AND>((((3d or (three dimensional)) <near> (model? or object?))<AND>(((3d or (three dimensional)) and surface? and (model? or object?) and (curve? or line?)))))))))))))]
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Michael Brady
ACM Computing Surveys (CSUR) January 1982
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102 The Quadtree and Related Hierarchical Data Structures 2%
Hanan Samet
ACM Computing Surveys (CSUR) June 1984
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103 Scan line methods for displaying parametrically defined surfaces 2%
Jeffrey M. Lane , Loren C. Carpenter , Turner Whitted , James F. Blinn
Communications of the ACM January 1980
Volume 23 Issue 1
This paper presents three scan line methods for drawing pictures of parametrically defined surfaces. A scan line algorithm is characterized by the order in which it generates the picture

elements of the image. These are generated left to right, top to bottom in much the same way as a picture is scanned out on a TV screen. Parametrically defined surfaces are those generated by a set of bivariate functions defining the X, Y, and Z position of ...

104 Temporally coherent conservative visibility (extended abstract) 1%
Satyan Coorg , Seth Teller
Proceedings of the twelfth annual symposium on Computational geometry May 1996

105 A survey of design issues in spatial input 1%
Ken Hinckley , Randy Pausch , John C. Goble , Neal F. Kassell
Proceedings of the 7th annual ACM symposium on User interface software and technology November 1994
We present a survey of design issues for developing effective free-space three-dimensional (3D) user interfaces. Our survey is based upon previous work in 3D interaction, our experience in developing free-space interfaces, and our informal observations of test users. We illustrate our design issues using examples drawn from instances of 3D interfaces.For example, our first issue suggests that users have difficulty understanding three-dimensional space. We offer a set of strategie ...

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John Snyder , Jed Lengyel
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Mark S. Peercy , Benjamin M. Zhu , Daniel R. Baum
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Marc Olano , Anselmo Lastra
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998

191 Geometric compression through topological surgery 77%
Gabriel Taubin , Jarek Rossignac
ACM Transactions on Graphics (TOG) April 1998
Volume 17 Issue 2
The abundance and importance of complex 3-D data bases in major industry segments, the affordability of interactive 3-D rendering for office and consumer use, and the exploitation of the Internet to distribute and share 3-D data have intensified the need for an effective 3-D geometric compression technique that would significantly reduce the time required to transmit 3-D models over digital communication channels, and the amount of memory or disk space required to store the models. Because ...

192 Visualization of rotation fields 77%
Mark A. Livingston
Proceedings of the conference on Visualization '97 October 1997

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Anna Puig , Dani Tost , Isabel Navazo
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Boris Rabinovich , Craig Gotsman
Proceedings of the conference on Visualization '97 October 1997

195 ROAMing terrain 77%
Mark Duchaineau , Murray Wolinsky , David E. Sigeti , Mark C. Miller , Charles Aldrich , Mark B. Mineev-Weinstein
Proceedings of the conference on Visualization '97 October 1997

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Jim Richard , Jaswinder Pal Singh
Proceedings of the IEEE symposium on Parallel rendering October 1997

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Song Han , Gérard Medioni
Proceedings of the fifth ACM international conference on Multimedia November 1997

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Ziyad S. Hakura , Anoop Gupta
ACM SIGARCH Computer Architecture News , Proceedings of the 24th international symposium on Computer architecture June 1997
Volume 25 Issue 05-01-1997, 2

199 Phong normal interpolation revisited 77%
C. W. A. M. van Overveld , B. Wyvill
ACM Transactions on Graphics (TOG) October 1997
Volume 16 Issue 4

Phong shading is one of the best known, and at the same time simplest techniques to arrive at realistic images whem rendering 3D geometric models. However, despite (or maybe due to) its success and its widespread use, some aspects remain to be clarified with respect to its validity and robustness. This might be caused by the fact that the Phong method is based on geometric arguments, illumination models, and clever heuristics. In this

article we address some of the fundamentals that underli ...

200 Rendering complex scenes with memory-coherent ray tracing 77%
Matt Pharr , Craig Kolb , Reid Gershbein , Pat Hanrahan
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

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1 Model-based object recognition in dense-range images—a review 91%
Farshid Arman , J. K. Aggarwal
ACM Computing Surveys (CSUR) March 1993
Volume 25 Issue 1
The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

2 The Quadtree and Related Hierarchical Data Structures 90%
Hanan Samet
ACM Computing Surveys (CSUR) June 1984
Volume 16 Issue 2

3 Computational strategies for object recognition 88%
Paul Suetens , Pascal Fua , Andrew J. Hanson
ACM Computing Surveys (CSUR) March 1992

Volume 24 Issue 1

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

4 An efficient algorithm for the three-dimensional diameter problem 85%

Sergei N. Bespamyatnikh

Proceedings of the ninth annual ACM-SIAM symposium on Discrete algorithms January 1998

5 A survey of methods for recovering quadrics in triangle meshes 85%

Sylvain Petitjean

ACM Computing Surveys (CSUR) June 2002

Volume 34 Issue 2

In a variety of practical situations such as reverse engineering of boundary representation from depth maps of scanned objects, range data analysis, model-based recognition and algebraic surface design, there is a need to recover the shape of visible surfaces of a dense 3D point set. In particular, it is desirable to identify and fit simple surfaces of known type wherever these are in reasonable agreement with the data. We are interested in the class of quadric surfaces, that is, algebraic surfa ...

6 Geographic Data Processing 85%

George Nagy , Sharad Wagle

ACM Computing Surveys (CSUR) June 1979

Volume 11 Issue 2

7 Application of Parallel Processing to Numerical Weather Prediction 84%

A. B. Carroll , R. T. Wetherald

Journal of the ACM (JACM) July 1967

Volume 14 Issue 3

The purpose of this study is to illustrate the application of a parallel network processing computing system to an important class of problems in hydrodynamics. The computing system selected for this study is a prototype of the SOLOMON parallel processing system (cited as SOLOMON II) which was developed at the Westinghouse Defense and Space Center, Baltimore, Maryland.

Emphasis is placed on the problem of numerical weather prediction mainly because of the large data storage and m ...

8 Surfaces from contours 83%

David Meyers , Shelley Skinner , Kenneth Sloan
ACM Transactions on Graphics (TOG) July 1992
Volume 11 Issue 3

This paper is concerned with the problem of reconstructing the surfaces of three-dimensional objects, given a collection of planar contours representing cross-sections through the objects. This problem has important aplications in biomedical research and instruction, solid modeling, and industrial inspection. The method we describe produces a triangulated mesh from the data points of the contours which is then used in conjunction with a piecewise parametric surface-fitting algori ...

9 Scientific data visualization 82%

Vincent J. Harrand , Amar Choudry , John P. Ziebarth
Proceedings of the 1990 conference on Supercomputing November 1990

Rendering and geometric modeling are two basic research areas for scientific data visualization and are also well-known in the established CAD/CAM-world. Several fundamental differences can be pointed out between CAD/CAM and scientific data visualization applications. As a result, a new class of rendering and geometric modeling algorithms especially for scientific data visualization is evolving. Depending on the characteristics of the data available, several complexity levels can be distinguishe ...

10 Visualizing the behavior of higher dimensional dynamical systems 82%

Rainer Wegenkittl , Helwig Löffelmann , Eduard Gröller
Proceedings of the conference on Visualization '97 October 1997

11 A triangulation-based object reconstruction method 82%

Fausto Bernardini , Chandrajit L. Bajaj , Jindong Chen , Daniel R. Schikore
Proceedings of the thirteenth annual symposium on Computational geometry August 1997

12 Mesh optimization 82%

Hugues Hoppe , Tony DeRose , Tom Duchamp , John McDonald , Werner Stuetzle
Proceedings of the 20th annual conference on Computer graphics and

interactive techniques September 1993

13 Smooth surface reconstruction via natural neighbour interpolation of distance functions 82%
Jean-Daniel Boissonnat , Frédéric Cazals
Proceedings of the sixteenth annual symposium on Computational geometry May 2000

14 Modeling the mighty maple 82%
Jules Bloomenthal
ACM SIGGRAPH Computer Graphics , Proceedings of the 12th annual conference on Computer graphics and interactive techniques July 1985
Volume 19 Issue 3

15 Higher-order interpolation and least-squares approximation using implicit algebraic surfaces 82%
Chandrajit Bajaj , Insung Ihm , Joe Warren
ACM Transactions on Graphics (TOG) October 1993
Volume 12 Issue 4
In this article, we characterize the solution space of low-degree, implicitly defined, algebraic surfaces which interpolate and/or least-squares approximate a collection of scattered point and curve data in three-dimensional space. The problem of higher-order interpolation and least-squares approximation with algebraic surfaces under a proper normalization reduces to a quadratic minimization problem with elegant and easily expressible solutions. We have implemented our algebraic surface-fit ...

16 Surface reconstruction from unorganized points 82%
Hugues Hoppe , Tony DeRose , Tom Duchamp , John McDonald , Werner Stuetzle
ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques July 1992
Volume 26 Issue 2

17 The combinatorics of local constraints in model-based recognition and localization from sparse data 80%
W. Eric L. Grimson
Journal of the ACM (JACM) August 1986
Volume 33 Issue 4
The problem of recognizing what objects are where in the workspace of a robot can be cast as one of searching for a

consistent matching between sensory data elements and equivalent model elements. In principle, this search space is enormous, and to control the potential combinatorial explosion, constraints between the data and model elements are needed. A set of constraints for sparse sensory data that are applicable to a wide variety of sensors are derived ...

18 Searching in high-dimensional spaces 80%

Christian Böhm , Stefan Berchtold , Daniel A. Keim
ACM Computing Surveys (CSUR) September 2001
Volume 33 Issue 3

During the last decade, multimedia databases have become increasingly important in many application areas such as medicine, CAD, geography, and molecular biology. An important research issue in the field of multimedia databases is the content-based retrieval of similar multimedia objects such as images, text, and videos. However, in contrast to searching data in a relational database, a content-based retrieval requires the search of similar objects as a basic functionality of the database system ...

19 Similarity Search: Efficient processing of conical queries 80%

Hakan Ferhatosmanoglu , Divyakant Agrawal , Amr El Abbadi
Proceedings of the tenth international conference on Information and knowledge management October 2001

Conical queries are a novel type of query with an increasing number of applications. Traditional index structures and retrieval mechanisms, in general, have been optimized for rectangular and circular queries, rather than conical queries. In this paper, we focus on conical queries which can be defined as a multi-dimensional cone in a multi-dimensional data space. We develop a model for expressing such queries and suggest efficient techniques for evaluating them. In particular, we explore the ret ...

20 Hierarchical representations of collections of small rectangles 80%

Hanan Samet
ACM Computing Surveys (CSUR) September 1988
Volume 20 Issue 4

A tutorial survey is presented of hierarchical data structures for representing collections of small rectangles. Rectangles are often used as an approximation of shapes for which they serve as the minimum rectilinear enclosing object. They arise in applications in cartography as well as very large-scale integration (VLSI) design rule checking. The different data structures are discussed in terms of how they support the execution of queries involving proximity relations. The focus is on inte ...

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22 HPFBench 80%
Y. Charlie Hu , Guohua Jin , S. Lennart Johnsson , Dimitris Kehagias , Nadia Shalaby
ACM Transactions on Mathematical Software (TOMS) March 2000
Volume 26 Issue 1
The high performance Fortran (HPF) benchmark suite HPFBench is designed for evaluating the HPF language and compilers on scalable architectures. The functionality of the benchmarks covers scientific software library functions and application kernels that reflect the computational structure and communication patterns in fluid dynamic simulations, fundamental physics, and molecular studies in chemistry and biology. The benchmarks are characterized in terms of FLOP count, memory usage, communi ...

23 Deep shadow maps 80%

Tom Lokovic , Eric Veach
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

We introduce deep shadow maps, a technique that produces fast, high-quality shadows for primitives such as hair, fur, and smoke. Unlike traditional shadow maps, which store a single depth at each pixel, deep shadow maps store a representation of the fractional visibility through a pixel at all possible depths. Deep shadow maps have several advantages. First, they are prefiltered, which allows faster shadow lookups and much smaller memory footprints than regular shadow maps ...

24 Environment matting extensions 80%

Yung-Yu Chuang , Douglas E. Zongker , Joel Hindorff , Brian Curless , David H. Salesin , Richard Szeliski
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

Environment matting is a generalization of traditional bluescreen matting. By photographing an object in front of a sequence of structured light backdrops, a set of approximate light-transport paths through the object can be computed. The original environment matting research chose a middle ground—using a moderate number of photographs to produce results that were reasonably accurate for many objects. In this work, we extend the technique in two opposite directions: recovering a more ...

25 The evolution of the DARWIN system 80%

Joan D. Walton , Robert E. Filman , David J. Korsmeyer
Proceedings of the 2000 ACM symposium on Applied computing 2000 March 2000

26 Evaluating the cylindricity of a nominally cylindrical point set 80%

Olivier Devillers , Franco P. Preparata
Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms February 2000

27 Adaptive, multiresolution visualization of large data sets using a distributed memory octree 80%

Lori A. Freitag , Raymond M. Loy
Proceedings of the 1999 conference on Supercomputing January 1999

28 Data clustering 80%

A. K. Jain , M. N. Murty , P. J. Flynn
ACM Computing Surveys (CSUR) September 1999

Volume 31 Issue 3

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

29 Interactive volume rendering 80%

Lee Westover

Proceedings of the Chapel Hill workshop on Volume visualization May 1989

30 Living in a dynamic world 80%

R. L. Andersson

Proceedings of 1986 fall joint computer conference on Fall joint computer conference November 1999

31 Isosurface extraction in time-varying fields using a temporal branch-on-need tree (T-BON) 80%

Philip Sutton , Charles D. Hansen

Proceedings of the conference on Visualization '99 : Celebrating ten years: Celebrating ten years October 1999

The Temporal Branch-on-Need Tree (T-BON) extends the three-dimensional branch-on-need octree for time-varying isosurface extraction. At each time step, only those portions of the tree and data necessary to construct the current isosurface are read from disk. This algorithm can thus exploit the temporal locality of the isosurface and, as a geometric technique, spatial locality between cells in order to improve performance. Experimental results demonstrate the performance gained and memory ov ...

32 Construction of vector field hierarchies 80%

Bjoern Heckel , Gunther Weber , Bernd Hamann , Kenneth I. Joy

Proceedings of the conference on Visualization '99 : Celebrating ten years: Celebrating ten years October 1999

We present a method for the hierarchical representation of vector fields. Our approach is based on iterative refinement using clustering and principal component analysis. The input to our algorithm is a discrete set of points with associated vectors. The algorithm generates a top-down segmentation of the discrete field by splitting clusters of points. We measure the error of the various approximation levels by measuring the discrepancy between

streamlines generated by the original discrete ...

33 Parallel visualization of large-scale aerodynamics calculations 80%
Kwan-Liu Ma , Thomas W. Crockett
Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics October 1999
This paper reports the performance of a parallel volume rendering algorithm for visualizing a large-scale unstructed-grid dataset produced by a three-dimensional aerodynamics simulation. This dataset, containing over 18 million tetrahedra, allows us to extend our performance results to a problem which is more than 30 times larger than the one we examined previously. This high resolution dataset also allows us to see fine, three-dimensional features in the flow field. All our tests were perf ...

34 Realistic modeling and rendering of plant ecosystems 80%
Oliver Deussen , Pat Hanrahan , Bernd Lintermann , Radomír M?ch , Matt Pharr , Przemyslaw Prusinkiewicz
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998

35 Self-spacial join selectivity estimation using fractal concepts 80%
Alberto Belussi , Christos Faloutsos
ACM Transactions on Information Systems (TOIS) April 1998
Volume 16 Issue 2
The problem of selectivity estimation for queries of nontraditional databases is still an open issue. In this article, we examine the problem of selectivity estimation for some types of spatial queries in databases containing real data. We have shown earlier [Faloutsos and Kamel 1994] that real point sets typically have a nonuniform distribution, violating consistently the uniformity and independence assumptions. Moreover, we demonstrated that the theory of ...

36 Computing contours by successive solution of quintic polynomial equations 80%
Albrecht Preusser
ACM Transactions on Mathematical Software (TOMS) December 1984
Volume 10 Issue 4

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Leila De Floriani , Paola Magillo , Enrico Puppo
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38 Isosurfacing in span space with utmost efficiency (ISSUE) 80%
Han-Wei Shen , Charles D. Hansen , Yarden Livnat , Christopher R. Johnson
Proceedings of the conference on Visualization '96 October 1996

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David S. Ebert , Christopher D. Shaw , Amen Zwa , Cindy Starr
Proceedings of the conference on Visualization '96 October 1996

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Baba C. Vemuri , Chhandomay Mandal
Proceedings of the conference on Visualization '96 October 1996